PlayStation

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Armored Core™

MASTER OF ARENA™

agetec™

WARNING: READ BEFORE USING YOUR PlayStation® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation® DISC:

- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing ARMORED CORE: MASTER OF ARENA, software designed for use with the PlayStation® game console. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations.

NOTE: A number of the parts/weapons contained within this software have been adjusted from the previous two versions for the sake of game balance.

STORY

The last Great War waged among nations, commonly referred to as the "Great Destruction", ended with mankind vanishing from the face of the earth. The few who survived this terrible disaster abandoned the surface, knowing it was no longer habitable. These remnants of humanity sought shelter in the subterranean cities, originally built as a solution to the problems of overpopulation. On these few survivors rested the future of mankind. Paradise had been foolishly squandered due to ignorance and poor judgement.

Half a century later, the concept of a "Nation" is no longer. Huge "Corporations" have supplanted them and through a system of vicious competition, in the spirit of "free enterprise", mankind has recovered. This recovery did not come without its costs though. The ruthlessness of the "Corporations", combined with their greed and desire for power has led to vicious battles for supremacy. The "Corporations" control all aspects of this new emerging world....except for one.

This exception is a group of mercenaries known as "The Ravens". They perform missions in return for monetary or other rewards, pledge allegiance to no one and exist beyond the control of the "Corporations".

In Isaac City, one of the largest subterranean complexes, two corporations have been waging a war for control. During one of the larger terrorist incidents in the Isaac City complex many innocent civilians were killed, the worst such occurrence the city had known. A survivor of this terrible act, a young man, lost his entire family during the fighting.

A red and black Raven AC, with an emblem resembling a "9 Ball" were the only clues the young man had that pointed to the one responsible. The pilot of this AC was now his mortal enemy.

A few months after the terrorist incident, the young man decided to become a Raven. It was the only way to find the one responsible for killing his family and take revenge. He tracked down a contact that used to be a Raven, but was now in charge of managing new recruits and explained his situation.

And so, another Raven was brought into the fold...this one with a personal vendetta.

FIRST STORY: ARMORED CORE

A newly inducted member of the Ravens takes on the responsibility for many missions, in order to insure his survival in a deteriorating world. Moreover, his missions need to be completed with great efficiency, even when faced with unexpected complications. The work includes escorts, offensive maneuvers, terrorist suppression and betrayal. As he completes his missions he begins to perceive the existence of power even greater than the two corporations "Chrome" and "Murakumo". What this Raven discovers at his final destination is...

SECOND STORY: ARMORED CORE: PROJECT PHANTASMA

A Raven receives a vague assignment request..."infiltrate the underground urban complex known as Amber Crown". Shortly after, he meets another Raven...a woman. At her urging, he assists in stopping a project aimed at combining the human form with weapons of war. The project, known only as Phantasma, is being conducted in secret by the "Doomsday Organization". What awaits this pilot after his deadly battle with the Raven, Stinger?

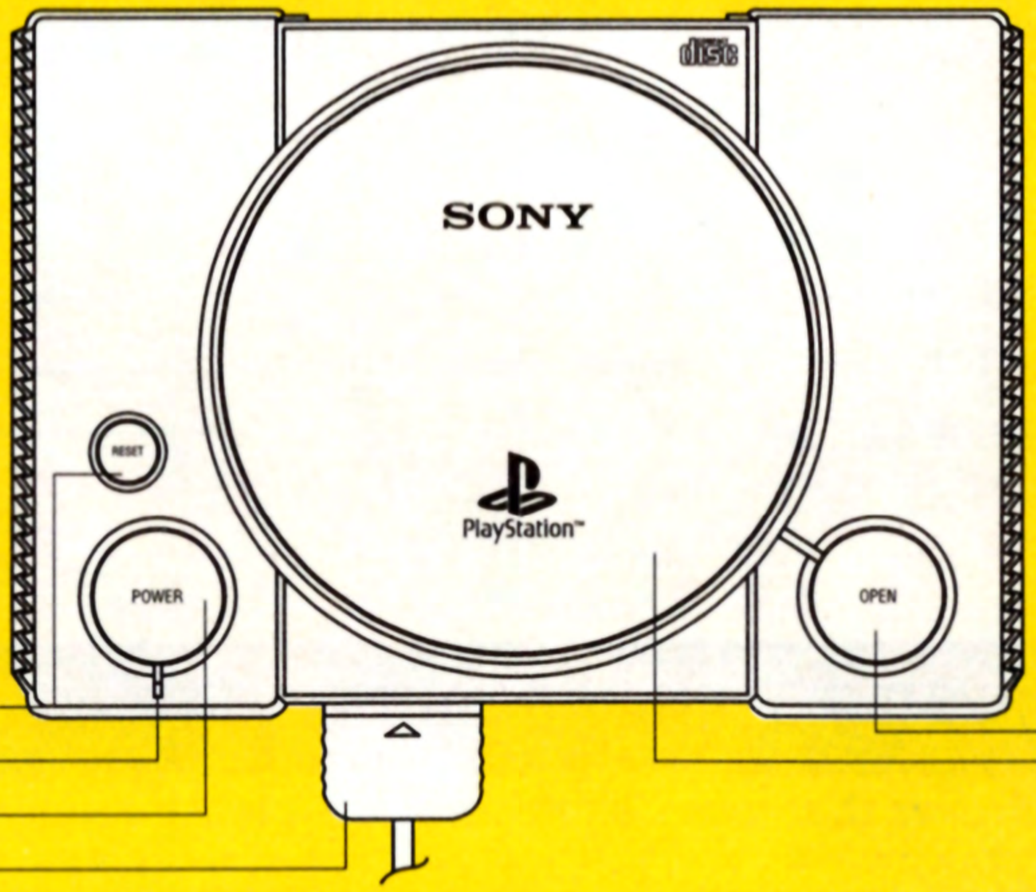
STARTUP INFORMATION

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

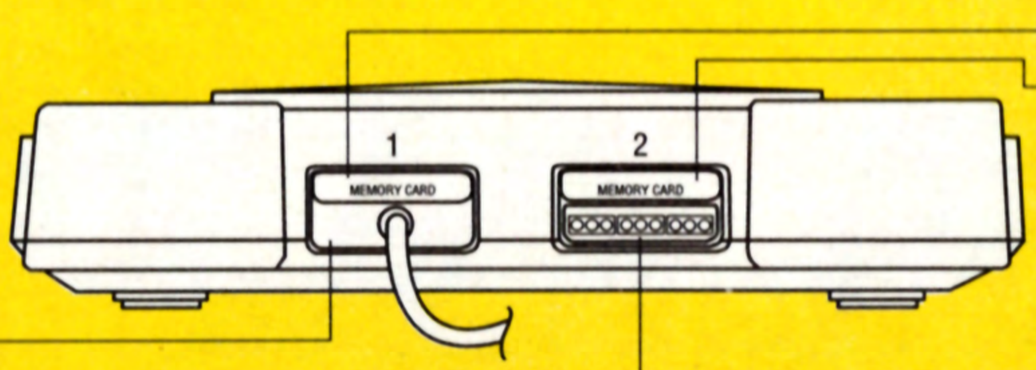
Insert the ARMORED CORE: MASTER OF ARENA disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Console

Top View

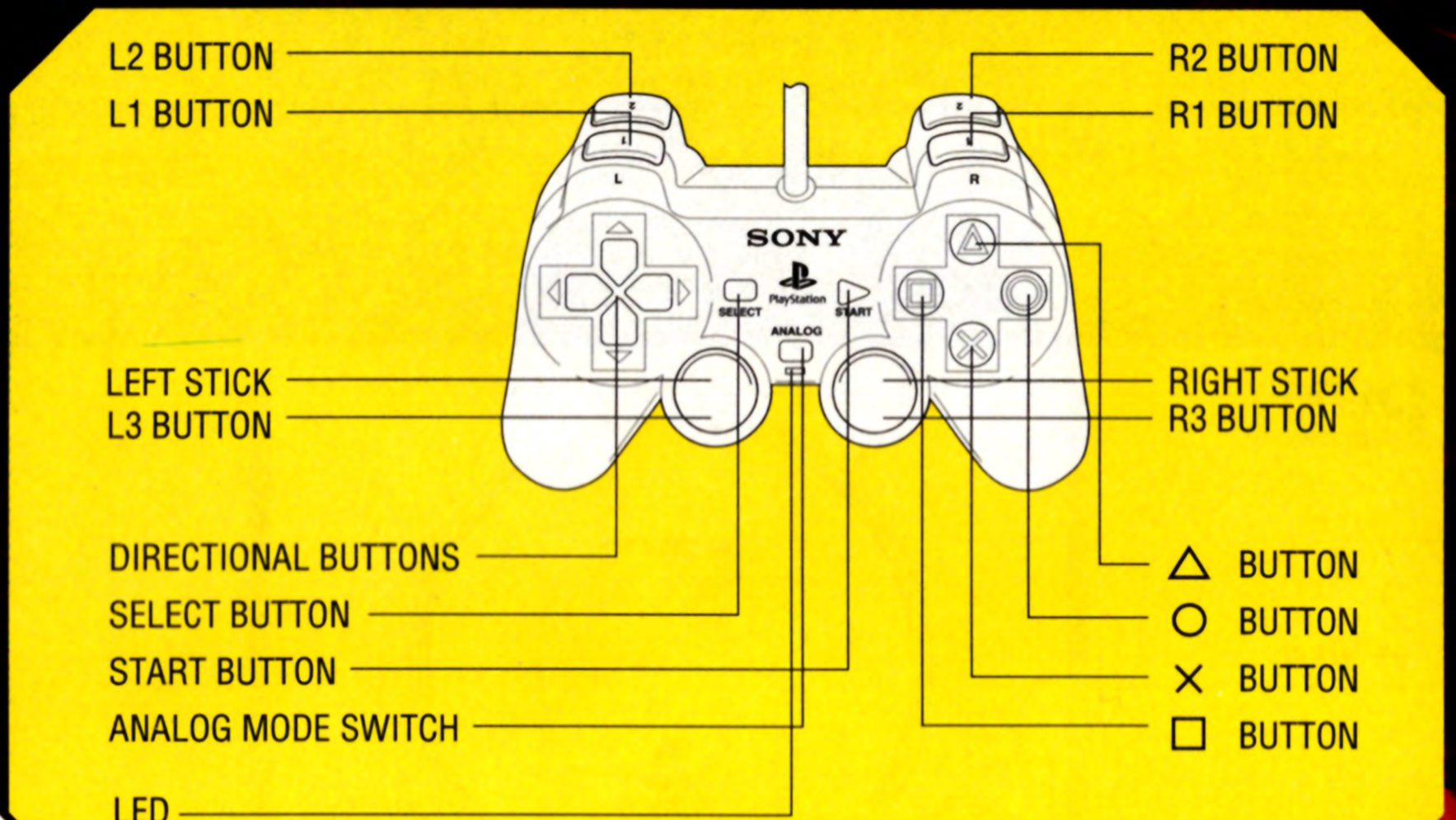


Front View



OPERATING INSTRUCTIONS

DUALSHOCK™ Analog Controller



NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined above and on the following pages.

- This game supports the DUALSHOCK™ analog controller's vibration function. This function will work with the LED on or off.
- The vibration function can be toggled ON/OFF from the OPTION menu within the SYSTEM menu.
- This game does not utilize the L3 or R3 buttons.
- Pressing the L2 and R2 buttons simultaneously during a game, resets the horizontal perspective to its default (looking straight ahead).
- Users can change the default button controls/assignments by accessing KEY ASSIGN in the SYSTEM menu.

OPERATING INSTRUCTIONS

SQUARE BUTTON:

GAME SCREEN: Fire weapon
MAP SCREEN: Shift map left
MENU SCREEN: Display RGB operation bar during emblem editing

TRIANGLE BUTTON:

GAME SCREEN: Select weapon
MAP SCREEN: Shift map up
MENU SCREEN: Display part status/details when assembling parts. When coloring, this button changes the coloring location. When editing emblems, this button performs the color fill feature.

CIRCLE BUTTON:

GAME SCREEN: Activate doors or switches/use left arm weapon (blade).
MAP SCREEN: Shift map right
MENU SCREEN: Cancel/return to previous menu/screen

X BUTTON:

GAME SCREEN: Boost jump, or press in conjunction with a directional button to dash in the desired direction.
MAP SCREEN: Shift map down
MENU SCREEN: Confirm items/menu selections

START BUTTON:

GAME SCREEN: Pause game
MAP SCREEN: Not used
MENU SCREEN: Display help text

SELECT BUTTON:

GAME SCREEN: Display map
MAP SCREEN: Return to game
MENU SCREEN: Change magnification when editing emblems

OPERATING INSTRUCTIONS

DIRECTIONAL BUTTONS:

GAME SCREEN: ↑= move forward, ↓= move back, ←= turn left, →= turn right
MAP SCREEN: ↑= rotate forward, ↓= rotate backward, ←= rotate left, →= rotate right
MENU SCREEN: Highlight menu selections

L1 BUTTON:

GAME SCREEN: Strafe left
MAP SCREEN: Zoom out
MENU SCREEN: When editing emblems, use to switch between paint tools. When assembling your AC, use in conjunction with the ←→ directional buttons to cycle through parts quickly.

L2 BUTTON:

GAME SCREEN: Look up
MAP SCREEN: Not used
MENU SCREEN: When editing an emblem use to cycle through the available colors.

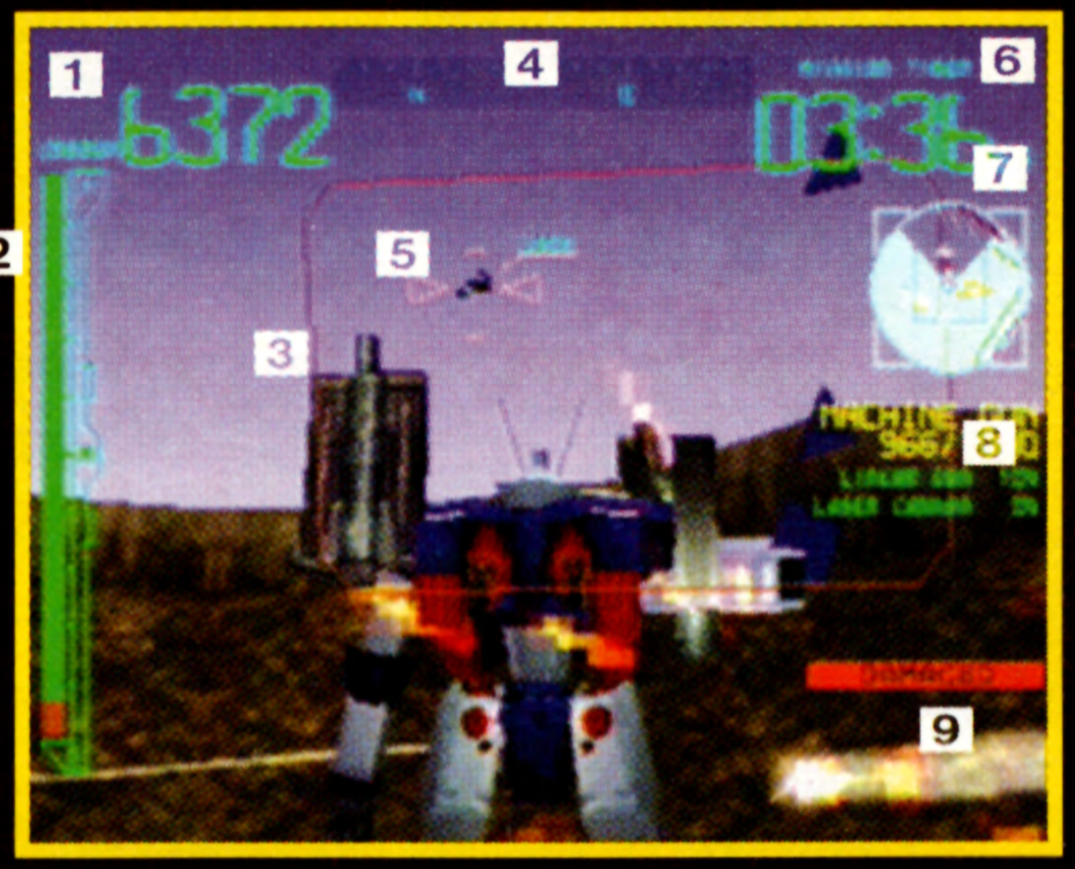
R1 BUTTON:

GAME SCREEN: Strafe right
MAP SCREEN: Zoom in
MENU SCREEN: When editing emblems use to switch between paint tools. When assembling your AC, use in conjunction with the ←→ directional buttons to cycle parts by type.

R2 BUTTON:

GAME SCREEN: Look down
MAP SCREEN: Not used
MENU SCREEN: When editing an emblem use to cycle through the available colors.

MAIN GAME SCREEN



1 ARMOR POINT (AP)
This is your AC's Armor Point (AP) value. If this number reads "0", your mission has failed and you are returned to the main MENU screen.

2 ENERGY GAUGE
Decreases when boosters or energy weapons are used.

3 LOCK-ON SIGHTS
Turns red when your AC has locked-on to a target. The size varies according to the weapon being used. The longer the range on the weapon, the smaller the sight.

4 COMPASS
Indicates the direction your AC is currently facing.

5 SIGHT LOCK
Indicates that your AC is locked onto its target. For some weapons the number of locked 'rounds' will be displayed.

6 MISSION TIMER
Displays the time remaining for certain missions.

7 RADAR
Allows you to identify battle zones and opponents. Opponents are displayed as dots, and their color will change according to their altitude with respect to your AC.

BELOW	SAME ELEVATION	ABOVE
Yellow	Red	Blue

The radar projection only appears when the AC you are operating is equipped with a stand-alone radar, or a head part equipped with radar capability.

8 WEAPONS
The weapon currently in use is displayed in yellow. Weapons in your possession are displayed in green. Weapons that have run out of ammunition or cannot be used are displayed in red.

9 MESSAGE AREA
Displays warnings and other messages (see message list below).

MESSAGE LIST

<<HIT>>	Informs you that your AC has hit the enemy.
DAMAGED	Informs you that an enemy attack has damaged your AC.
!CHARGING!	Informs you that your AC has exhausted all available energy. Neither boosters nor energy weapons can be used until the gauge is completely recharged.
LEAVING AREA	Informs you that your AC is on the verge of leaving the battle zone. The battle boundaries vary from mission to mission. Leaving the battle zone results in a mission failure.
ARMOR LOW	Informs you that your AC's AP has reached a critical level.
SYSTEM ERROR	Informs you that your AC's weapon cannot lock onto a target. It will recover after a few seconds.

MAP/MENU SCREENS

MAP SCREEN

Press the SELECT button during the game to display the map. The detail of the map display will vary depending on the head part equipped on your AC. The map can also be rotated in any direction in order to verify your current location or get a better view of your surroundings. Please see the preceding pages, which explain the different buttons and their functions.

MENU SCREENS

Certain menu screens have a small question mark icon in the top left hand portion of the screen. This indicates that simple operating instructions are available for this menu screen. To access these instructions (HELP) press the START button on menu screens displaying the question mark icon. Once you have finished reading the HELP topics you are interested in, press the START button again to close the HELP window and return to the original menu screen.

BEGINNING A GAME

Press either the START or ✕ buttons during the INTRO. MOVIE or game DEMO to access the TITLE screen. Press the START button at the TITLE screen to access the MODE menu. This game consists of two discs. Follow the on-screen instructions for swapping CDs when prompted to by the software.

SCENARIO MODE

This is the main mode and the one in which you carry out the missions to which you have been entrusted. With the reward credits you receive for each successfully completed mission, you can acquire parts and create your own unique AC.

VS MODE

This is a split-screen battle mode.

VS MODE (LINK)

This mode is available only when a link cable is used.

When VS MODE is selected, and if a link cable is used, two-player linked battle will begin. If not, a split-screen battle will start. To wage a two-player linked battle you will need a link cable (sold separately), two PlayStation game consoles, and both ARMORED CORE: MASTER OF ARENA discs. When using the link cable, make sure to connect both ends to the serial I/O terminals on the back of both PlayStation game consoles before you turn the power ON. If the link cable becomes disconnected during battle, you must return to the TITLE screen before reconnecting it.

*** Keep in mind that you cannot engage in a two-player linked battle by using one ARMORED CORE: MASTER OF ARENA disc with either an ARMORED CORE, or ARMORED CORE: PROJECT PHANTASMA disc.**

BEGINNING A GAME [SCENARIO MODE]

Select NEW GAME or LOAD GAME. When starting a new game, you will need to input the pilot's name. When loading saved data, the procedure is the same as for saving/loading system game data.

If you have saved data from ARMORED CORE or ARMORED CORE: PROJECT PHANTASMA, and select LOAD GAME, you can begin a game with the parts and credits you acquired from the earlier versions. (Saved data from previous versions of ARMORED CORE will be displayed in yellow.)

Players can purchase parts to enhance their ACs with the credits they earn from successful mission completions, or by defeating opponents in the Arena. The story unfolds as you continue to complete missions and defeat Arena opponents successfully.

GARAGE: This is where you assemble your AC prior to launching an offensive. Color changes are also made here.

↓

MISSIONS: Verify the details of each of your missions here and then launch an offensive.

↓

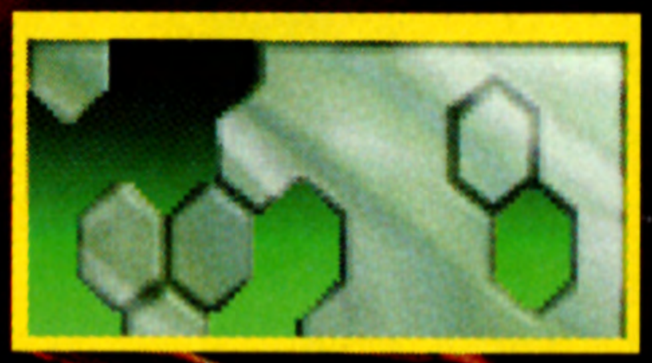
SUCCESS or FAILURE: If your mission is successful (or even if it is a failure) your balance sheet is displayed here.

↓

SHOP: When you have accumulated a sufficient number of credits, you can buy parts/weapons for your AC here.

MAIN MENU (RAVENS' NEST)

The Ravens' Nest consists of the following eight menus. Make your selection using the left or right directional buttons, and confirm selection by pressing the × button.



SYSTEM
Make changes to the game settings and SAVE or LOAD game data. You can return to the title screen from here.

MISSION
This is where you accept your missions. The game begins automatically when an offensive is launched.

SHOP
This is where you buy and sell parts.

GARAGE
This is where you assemble your AC and make any desired color changes.

When this icon is displayed, exchange the discs as instructed. Keep the PlayStation cover closed at all times. Do not open the PlayStation cover unless you are instructed to do so.

MAIN MENU (RAVENS' NEST)

MAIL
From here, you can check and read mail that has been transmitted to you.

ARENA
Battles against other Ravens take place here. When you win a battle, you acquire credits or parts.

EX ARENA
Participate in various arenas. Some of these Arenas are classified by type (ex. Humanoid Leg), while others are original Arenas created using the Ranker Maker. Winning a battle results in the acquisition of credits or new parts. Found on disc 2.

RANKER MK
Register AC units and their logic patterns here to create original Arena rankings. This is where you save or load the ranking data you've created. Found on disc 2.

Additional HELP information can be displayed on any screen containing this icon. Press the START button to access the HELP text.

MAIN MENU (RAVENS' NEST)

GARAGE

From here you can assemble your AC and make any desired color changes.

AC ASSEMBLY

You can create an original AC by combining parts and weapons. Select from the different parts within a particular part type (ex. Head) by using the left and right directional buttons. Confirm your selections by pressing the × button. Select from different part types (ex. Heads or Cores) by using the up and down directional buttons.

EP Consumption and Weight of the Selected Part

EP and Load Capacity of the Selected Part

When you are satisfied with the parts selected, press the ○ button to complete the AC assembly process. The assembled AC will appear on screen. Confirm the setup by pressing the × button. You will then be returned to the GARAGE screen.

Press the △ button to view details (price, weight, energy consumption, offensive and defensive strength) of parts/weapons.

When you are assembling your AC, make sure that the numbers on the left side are not displayed in red. If they are, you cannot launch an offensive. When you assemble your parts, be careful not to exceed the values shown on the right.

STATUS DISPLAYS

EP:	Displays generator output
LEGS WP:	Displays the load capacity of your LEGS
CORE WP:	Displays the total load capacity of your CORE
AP:	Displays your AC's ARMOR POINT
WEIGHT:	Displays your AC's total weight

MAIN MENU (RAVENS' NEST)

WARNING MESSAGES:

EQUIPMENT INCOMPLETE: You lack one of the following items needed to fulfill the minimum requirements for an offensive: head part, leg part, arm part, generator, booster, FCS.

OVERWEIGHT: The total weight of your equipment exceeds the load capacity that your leg parts can tolerate. You can either change the leg parts you are equipping, or use lighter parts.

NOT ENOUGH ENERGY: Your equipment's power consumption exceeds the generator's output. You can either change the generator you are equipping, or use parts that consume power within the allowable limits.

ARMS OVERWEIGHT: The total weight of your arms exceeds the load capacity of the core. You can either change the core you are equipping, or use lighter parts.

PARTS

There are 10 main types of parts used to build an AC.

CORE: The core serves as the foundation for your AC. Generators, fire control systems (FCSs) and missile interceptor functions are attached to the core.

HEADS: The Head is the housing for the biosensors, radar, and other special functions. The amount and type of computer information displayed will vary according to the head part that is equipped.

ARMS: There are two types of arms: standard arms, which can be equipped with guns or laser blades, and arms that are weapons in and of themselves.

LEGS: There are four types of legs: standard humanoid, reverse-jointed, four-legged, and caterpillar treads. These parts determine whether your AC will be heavily armed and slow, or light and agile.

GENERATOR: The Generator affects the energy gauge and assembly of parts.

BOOSTERS: These affect the AC's dash speed and aerial flight. Higher output yields greater speed performance.

BACK WEAPONS: Includes heavy artillery (missiles, rockets, etc.) as well as auxiliary equipment (radar).

RIGHT ARM WEAPONS: Includes powerful single-shot rifles and rapid-fire machine guns.

LEFT ARM WEAPONS: The left arm can be equipped with laser blades that offer an advantage in close-range battle. However, the use of laser blades drains the energy gauge.

FCS: Affects the range of sight and locking distance for weapons. Also improves the lock-on performance of missiles.

STATUS LIST

The specifics of each status here will differ according to the parts used (ex. two generators, though similar parts, will have different names and weights).

STATUS COMMON TO ALL PARTS

Name:	Name of part
Type:	Type of part
Price:	Price of part
Weight:	Weight of part
Energy Drain:	Energy consumption

STATUS COMMON TO EXTERNAL PARTS (HEADS, CORES, ARMS AND LEGS)

ARMOR POINT:	Part endurance value--the higher the number, the higher the AP during an offensive.

MAIN MENU (RAVENS' NEST)

DEF SHELL: Defensive VS live shells. The higher the number, the lower the damage your AC will receive from shell attacks.

DEF ENERGY: Defensive strength VS energy weapons. The higher the number, the lower the damage your AC will receive from energy weapon attacks.

STATUS COMMON TO WEAPON PARTS (WEAPON ARMS, WEAPONS THAT ATTACH TO THE BACK AND ARMS)

WEAPON LOCK: Weapon sighting types. NONE means that the weapon lacks the lock feature.

ATTACK POWER: Attack power of one shot fired from a weapon.

NUMBER OF AMMO: Amount of ammunition in each weapon (there are weapons that can fire multiple shells at once). For energy weapons, it indicates the number of times the weapon can be fired.

AMMO TYPE: Ammunition type (display reads either SOLID (live shells), or ENERGY (for energy weapons)).

AMMO PRICE: Price of one round of ammunition. No outlay is required to arm energy weapons.

RANGE: The higher this number, the farther a shell will travel.

MAXIMUM LOCK: The maximum number of lock-ons that are possible.

RELOAD TIME: The waiting period until the next shot can be fired. The lower the number, the faster the weapon can be re-fired.

STATUS COMMON TO HEAD PARTS

COMPUTER TYPE: Computer types. The descriptions and conditions during a mission will change according to computer type. There are three types: ROUGH (old type), STANDARD, and DETAILED (high-performance).

MAP TYPE: Map display types. There are three types: NO MEMORY (displays only the immediate vicinity), AREA & PLACE NAME (with a mapping feature and information display), and AREA MEMORY (mapping feature).

NOISE CANCELER: Indicates whether or not the HEAD part you are examining has a NOISE CANCELER (NONE or PROVIDED).

MAIN MENU (RAVENS' NEST)

BIOSENSOR: Informs you of the presence (or absence) of a BIOSENSOR (NONE or PROVIDED) in the HEAD part you are examining.

RADAR FUNCTION: Informs you of the presence (or absence) of RADAR FUNCTIONS (NONE or PROVIDED) in the HEAD part you are examining.

CORE PART STATUS

MAX. WEIGHT: The CORE's maximum load capacity, which is a result of the combined weight of the arms and arm weapons.

VS-MG-RESPONSE: The probability of successful interceptions of enemy missiles.

VS-MG-ANGLE: The range within which enemy missiles can be intercepted. This range extends out directly in front of the AC.

EXTENSION SLOTS: Number of slots available on the core for the attachment of optional parts.

LEG-PART STATUS

MAX WEIGHT: The maximum load capacity of the LEG parts, which is a result of the combined weight of all other parts.

SPEED: The higher this number, the faster your AC will be.

STABILITY: The higher this number, the less recoil there will be when your AC is hit by a shell.

JUMP FUNCTION: Informs you of the presence (or absence) of a JUMP feature (NONE or PROVIDED) on the leg parts you are examining.

GENERATOR STATUS

ENERGY OUTPUT: Total generator output. If the value of your parts configuration exceeds this number, you will be unable to begin an offensive.

MAXIMUM CHARGE: Capacity of the energy gauge. This is displayed on the left-hand side of the screen during a mission.

CHARGE RED ZONE: Capacity of the red zone on the energy gauge.

MAIN MENU (RAVENS' NEST)

BOOSTER STATUS

BOOST POWER: Booster output. The higher this number, the faster your rate of ascent will be.

CHARGE DRAIN: Indicates energy gauge consumption. The higher this number, the greater your energy consumption will be.

FCS STATUS

LOCK TYPE: Indicates the lock-on type that will apply to the weapon.

STANDARD:	Basic type
WIDE & SHALLOW:	Wide-angle, short-distance lock-on
LENGTHWAY:	Longer-distance lock-on
SIDEWAY:	Wider lock-on
NARROW & DEEP:	Narrow angle, long-distance lock-on

RADAR STATUS

RADAR RANGE: The higher this number, the wider the area within which you can detect the enemy.

RADAR TYPE: The radar can display in three shapes. The difference in shapes has no affect on radar performance.

STANDARD CIRCLE OCTAGON

* Radar functions already exist on some head parts. When you equip your AC with a head part pre-equipped with radar functions and then also attach a radar unit to the back of your AC, the radar on your AC's back takes precedence.

OPTIONAL PARTS

Part Name

Optional Part

Number of Slots

Part Description

Select optional parts to enhance your AC's performance. Make your selections using the ↑↓ directional buttons and confirm selection by pressing the × button. To remove the optional part, press the × button again. (Press the ○ button to return to the GARAGE menu). Optional parts are attached to the core. You can equip a core with as many optional parts as there are available/free slots.

MAIN MENU (RAVENS' NEST)

AC PERFORMANCE

The performance of the AC you have assembled is displayed as a point value. (To return to the GARAGE menu, press the ○ button).

DESCRIPTION OF AC'S OVERALL PERFORMANCE

OFFENSIVE POINT:	Offensive strength
DEFENSIVE POINT:	Defensive strength
STABILITY:	Stability
MOBILITY:	Mobility
MOVING SPEED:	Moving performance
TURNING SPEED:	Turning performance
BOOST ABILITY:	Ascent performance
SUPPORT SYSTEM:	Enemy detection performance
RADAR RANGE:	Radar range
FCS PERFORMANCE:	FCS performance
OVERALL:	Total points
GRADE:	Overall rating (five levels)

COLORING YOUR AC

Determine Color Pattern
Edit Coloring

This is where you can change your AC's color. Select an option using the ↑↓ directional buttons, and confirm your selection by pressing the × button. (To return to the GARAGE menu, press the ○ button).

CHANGING PATTERNS

This is where you can set the color pattern of your AC. By selecting CUSTOM, you can change the colors of individual parts. Choosing any other option allows you to change your AC to one of the pre-set camouflage patterns. Select a pattern using the ↑↓ directional buttons, and confirm your selection by pressing the × button. (To return to the previous screen/menu, press the ○ button).

*** A warning about custom coloring: GENERAL (changing the color of the entire AC) is based on the color of the CORE. Therefore, if you select GENERAL after coloring the core, the color of all other parts will then change to the CORE's set color.**

MAIN MENU (RAVENS' NEST)

EDIT COLOR (COLORING)
When CUSTOM is selected
Part
Overall
Location to be Colored
RGB Operation Bar

In addition to changing the color of the entire AC, you can specify colors for individual parts. By pressing the △ button, you gain access to the following coloring options: BASE, OPTIONAL, DETAIL, and JOINT. Select RGB (the three primary colors) using the ↑↓ directional buttons, and then adjust their respective values using the ←→ directional buttons. Confirm your selection by pressing the ✕ button. Press the ○ button to cancel your selection and return to the PART COLORING SELECTION screen.

When selecting an option other than CUSTOM
Along with customizing the color of your AC and its parts, you are also able to select from a number of preset camouflage patterns. Once a camouflage pattern has been selected, go to EDIT COLOR. From here you can select different preset color variations for the camouflage pattern you've decided upon.

CREATING EMBLEMS
Full Display
Cursor
Paint Area
Tool Being Used
Color Palette

You can create or edit emblems here. The emblem you create can be affixed to your AC.

*** The color at the far-left edge of the color palette is transparent and will not appear on your emblem.**

CONTROLLER FUNCTIONS WHEN CREATING EMBLEMS

Directional buttons:	Used to move the cursor and highlight menu selections.
SELECT button:	Used to change the magnification of the paint area display (2X, 4X, and 8X).
L1, R1 buttons:	Used to make tool selections.
L2, R2 buttons:	Used to make color selections.

MAIN MENU (RAVENS' NEST)

× button: Used to activate the paint tools and confirm menu selections.

○ button: Opens the System menu. Also used to cancel and close the System menu or the RGB operation bar when open.

□ button: Opens the RGB operation bar. This allows you to adjust the values of the colors in the palette.

△ button: Pressing will highlight the color (in the Color Palette) under which the cursor is currently positioned.

SYSTEM MENU

The following menu is displayed when the ○ button is pressed:

ZOOM: Change the paint area display size to one of the following magnifications: 2X, 4X or 8X. Make selections using the ↑↓ directional buttons, and confirm selections by pressing the × button.

UNDO: Cancels the most recent paint action.

CLEAR: Clears ALL contents in the paint area.

SAMPLE: Retrieve a pre-rendered emblem. Make selections using the directional buttons and confirm selections by pressing the × button. You can switch between samples on different pages by pressing the L1 or R1 buttons.

APPLY: Completes emblem editing and affixes the finished emblem to your AC.

CANCEL: Cancels emblem editing and returns you to the Garage menu.

PAINT TOOL DESCRIPTIONS

PEN: Draws a line when you move the cursor using the directional buttons while holding down the × button.

LINE: Draws a straight line. Press the × button to specify the starting point, use the directional buttons to move the cursor and then press the × button again to complete the line.

BOX: Draws a rectangular box. Operation is the same as for the LINE tool.

BOX/FILL: Draws a rectangular box filled with color. Operation is the same as for the LINE tool.

CIRCLE: Draws a circle. Operation is the same as for the LINE tool.

PAINT: Fills in an outlined area. Select a color, move cursor to the location to be filled, and press the × button.

SCROLL: Allows you to move an object you have drawn inside the paint area using the directional buttons.

MOVING THE PAINT DISPLAY AREA

You can move the paint display area when it has been magnified 4 or 8 times, by using the four arrows/bars on the perimeter. To do so, place the cursor on the arrow/bar indicating the desired direction and press the × button.

MAIN MENU (RAVENS' NEST)

NAME ENTRY

From here you can enter or change the names of both your AC and Pilot. Highlight the desired letter/character/number by using the directional buttons, and then confirm selection by pressing the × button. Select END when name entry is complete.

AC TEST

This mode allows you to test the abilities of an AC you've created. During tests, ammunition and repair costs are not deducted from your credits. To abort a test in progress, press the START button to pause the game, then press the SELECT button to display the abort confirmation screen. Press the × button to abort the test or the ○ button to continue the test.

SHOP

This is where parts for your AC are bought and sold. To purchase parts or weapons, select BUY. To sell parts or weapons, select SELL. Make your selection using the ↑↓ directional buttons, and confirm by pressing the × button.

You can view part status details by pressing the △ button. Press the ○ button to return to the previous menu.
When you are ready to buy or sell a part, a confirmation window will be displayed. Using the ←→ directional buttons, select YES if you are buying or selling, NO if you are not. Confirm your selection by pressing the × button. Pressing the ○ button has the same effect as selecting NO.

*** You can sell the parts or weapons with which your AC is currently equipped. However, if your balance sheet is in the negative, you can only sell left or right arm weapons and left or right shoulder weapons.**

MAIN MENU (RAVENS' NEST)

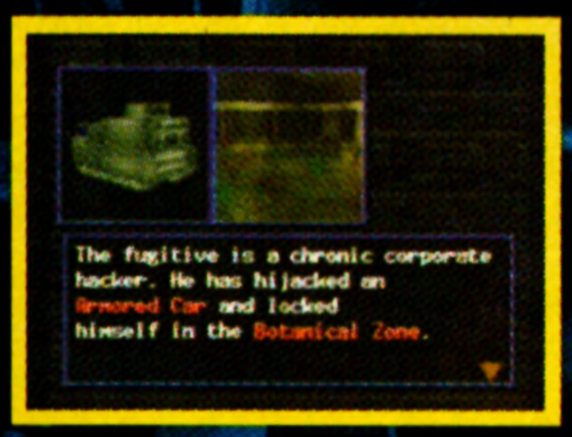
MISSIONS

Mission requests are deleted once they have been successfully completed.

Mission Name — Reward for Successful Completion

SELECT

When MISSION is selected at the Ravens' Nest, the mission name and amount of the reward are displayed. Select from available missions by using the ↑↓directional buttons, and confirm selection by pressing the × button. Press the ○ button to return to the Ravens' Nest.



CONTRACTS

When a mission is selected, a detailed description appears on screen. The red arrow in the bottom right-hand corner of the screen indicates that the description is continued on the next screen. Press either the × button or the ↓directional button to advance to the next screen. (Press the ↑directional button to return to the previous screen). Press the ○ button to return to the Mission selection screen.

* The images at the top of the detailed mission description screen display topographical information, landmarks, and the main enemies you will encounter. The order of these varies from mission to mission.

Once the entire mission description has been displayed, the contract confirmation window will appear.

If you agree to the contract, select YES using the ←→directional buttons. Select NO if you do not agree to the contract. Press the × button to confirm your selection. Selecting NO returns you to the Mission selection screen. Press the ○ button to close the contract confirmation window.

* Note that once you've agreed to a contract, you will not be able to change your mind and select another mission.

MAIN MENU (RAVENS' NEST)

If you've agreed to a contract, the offensive confirmation window will be displayed next. If you intend to launch an offensive select YES if you do not please select NO. Press the ✕ button to confirm your selection. If YES is selected the GAME screen will appear and your mission will commence. Selecting NO will return you to the Ravens' Nest. Press the ○ button to close the offensive confirmation window.

*** Missions are associated with the Arena, once you've completed some missions you will be able to participate in the Arena. There are also some cases in which you'll receive new mission requests as you advance within the Arena.**

OFFENSIVES

BATTLE ZONES: The battle zone is limited for certain missions. Double lines on the radar indicate these limits. If you cross the yellow limit line, a warning will sound. If you continue on, and cross the red limit line, the game will assume you have aborted your mission. Doing this will be treated as a mission failure.

ABORTED OR FAILED MISSIONS: A mission can fail under a variety of conditions.

- Destruction of your AC
- Leaving the battle zone

However, you can abort a mission even if there is no defined battle zone. To do so, press the START button and then the SELECT button. A confirmation message will be displayed. Press the ✕ button to abort the mission (considered a mission failure), or press the ○ button to return to the GAME screen.

POST-MISSION BALANCE SHEET: A BALANCE SHEET will appear at the end of your missions, regardless of your success or failure. The costs of repairs to your damaged AC and for ammunition used during the mission will be deducted as necessary expenses from your cash on hand (if your mission is a success, a reward will be added). After all necessary expenses have been deducted from your cash on hand, you may be in the red financially, but you can still continue playing the game.

MAIN MENU (RAVENS' NEST)

PROCEEDING TO THE NEXT MISSION: Once you've successfully completed a mission, you can proceed to the next one. If you fail a mission, that same mission request will reappear on the Mission selection screen. Sometimes there may be multiple mission requests, when one of them is completed successfully, the requests for the other missions that appeared at the same time will disappear and the next mission will then be displayed. There may also be times when no missions are displayed at all. When this happens you will need to go to the Arena and win a few battles.

MAIL

You can view mail sent to you during the course of the game. In fact, it's a good idea to examine your mail periodically, since it may contain valuable information. A check mark to the right of each individual mail indicates that this item has already been read. Press the ○ button to return to the Ravens' Nest.

ARENA

This mode allows you to compete against other Ravens registered with the Ravens' Nest. You cannot select an opponent right after beginning a game, but you will be able to once you have completed some missions. Victory in an Arena battle results in the acquisition of credits or parts. On disc 1 there are both an Arena and a Sub-Arena. Once access to the Arena and Sub-Arena has been achieved, they will work as follows. Sub-Arena opponents may be challenged in any order, whereas opponents in the main Arena must be challenged in an ascending order (one rank above your current standing). Switch between the main Arena and Sub-Arena by pressing the L1 and R1 buttons.

A list showing the Ravens' Nest rankings will be displayed. Select an opponent using the directional buttons and press the × button to view their profile. Press the ○ button to return to the ranking list.

* You cannot receive credits or parts from opponents you have already defeated.

SELECTING A STAGE

Once you've selected an opponent you'll be asked to select a stage. Make your selection using the directional buttons, and then confirm the selection by pressing the × button. The battle will then commence.

MAIN MENU (RAVENS' NEST)

EX ARENA

The EX ARENA mode allows you to challenge opponents without interfering with the normal scenario mode. This mode exists on disc 2. If you are playing disc 1 and wish to challenge the EX ARENA mode you will be prompted to change discs. Follow the on-screen prompts to do so. Initially only the four LEG specific Arenas are available. These Arenas require you to equip your AC with a specific type of Leg part in order to participate (ex. Humanoid leg part in order to fight in the Humanoid Legs Arena). New arenas will become available by fulfilling certain requirements.

RANKER MK

You can create your own ranking ladder by registering ACs and defining their combat logic. Up to nine ACs can be registered in one ranking ladder. To challenge a user created Arena, please select EX ARENA. If a disc exchange is necessary you will be prompted with on-screen instructions.
When RANKER MK is selected for the first time, select AC DATA LOAD or MY AC COPY.

MENU DESCRIPTIONS

EDIT: Set AC combat logic and adjust the ranking/ladder order of ACs here.

ARENA SAVE: Save user created Arena data. Three free/available Memory card blocks are required to save user created Arena data. Select the data to save by pressing the × button after selecting the appropriate Memory card slot. Press the ○ button to cancel.

ARENA LOAD: Load saved custom created Arena data. Select the desired data by pressing the × button after choosing the appropriate Memory card slot. Press the ○ button to cancel.

AC DATA LOAD: Load AC data saved on a Memory card and register it to the Arena. Select the data to load after selecting the appropriate Memory card slot.

MY AC COPY: Create a copy of the AC currently stored in the garage.

ARENA NAME: Register the name of the Arena you've created. Controls are the same as for inputting names in NAME ENTRY.

GARAGE: This is where you assemble your AC. AC and Pilot names can also be changed from this menu. Make menu selections using the directional buttons, and confirm selection by pressing the × button.

MAIN MENU (RAVENS' NEST)

RANKER LOGIC SETTINGS

Set the combat logic patterns for ACs that will be used in user created Arenas. The value bars are manipulated by using the ←→ directional buttons. Confirm value bar settings by pressing the × button. Press the ○ button to cancel.

REBEL POINT: Set the AC's rebel point. 0 (normal)←→3 (3 levels). Reflects the "death bonuses" from the earlier Armored Core games.

SHOOT FREQ.: Sets the accuracy of the weapons. 0% (random) ←→ 100% (accurate). The higher the value, the more accu rate the AC will be when firing its weapons

BLADE FREQ.: Sets the frequency of which the laser blade is used. 0 (do not use)←→100 (use frequently). A lower number means the AC will use its blade little or not at all, a higher number means an AC will use its blade frequently.

LOCK FREQ.: Sets the accuracy when using the sight. 0% (inaccurate)←→ 100% (accurate). A lower number means the AC will not be as concerned with keeping its target in sight, a higher number means the AC will concentrate on keeping its target in sight.

AVOID FREQ.: Sets the actions taken to avoid enemy fire. 0% (do not avoid shots)←→ 100% (concentrate on avoiding shots). A lower number means that the AC will not be too concerned with avoiding enemy fire, a higher number means the AC will work to avoid being hit by enemy attacks.

FLY FREQ.: Sets the ratio between dashing and flying. 0% (dash)←→FLY (aerial flight). A lower number means the AC will spend more time on the ground, a higher number means the AC will spend more time in the air.

RANGE TYPE.: Sets the ratio of the distance of contact with the enemy. 100% (close range)←→100% (long range). A lower number means the AC will be more of a close range fighter, a higher number means the AC will be more of a long-range fighter.

DELETE: Deletes an AC from a user created Arena. Select the data you want to delete using the directional buttons, and confirm by pressing the × button.

COPY: Duplicate an AC within a user created Arena. Select the data you wish to copy using the directional buttons and confirm selection by pressing the × button. Duplicate data will be placed at the bottom of the list.

MOVE: Changes the order of the ACs within a user created Arena. Select the AC you wish to move using the directional buttons and confirm selection by pressing the × button. Use the directional buttons again to select the ACs new destination and press the × button again.

MAIN MENU (RAVENS' NEST)

SYSTEM

From here, game data/emblems can be saved or loaded. Sound and button settings can also be adjusted here. Make menu selections using the directional buttons, and confirm selection by pressing the × button. Press the ○ button to return to the Ravens' Nest.

If save/load, data/emblem is selected, the Memory card slot selection screen will be displayed. Select the appropriate Memory card slot using the ↑↓ directional buttons, and confirm selection by pressing the × button. Press the ○ button to return to the previous menu.

SAVING AND LOADING GAME DATA

Select the data to be loaded/saved using the ↑↓ directional buttons, and press the × button to confirm the selection. If you are saving new data, select NEW. If you select pre-existing data, that data will be overwritten by the new data. (Press the ○ button to cancel).

SAVING AND LOADING EMBLEMS

Select the emblem you wish to load or save using the ↑↓ directional buttons, and press the × button to confirm selection. Up to seven emblems can be saved. Saving emblems requires two free Memory card blocks. (Press the ○ button to cancel).

OPTION

Make menu selections using the ↑↓ directional buttons, and press the × button to confirm your selection.

MASTER VOLUME: Adjust the overall volume of the game using the ←→ directional buttons.

BGM VOLUME: Adjust the volume of the BGM (background music) played during the game using the ←→ directional buttons.

TEXT MESSAGE: Set whether or not text messages are displayed during the game. Select ON/OFF using the ↑↓ directional buttons and confirm selection by pressing the × button.

VS STAGE: Sets the map/stage selection method during VS battle. Choose from SELECT, RANDOM and TURN using the ↑↓ directional buttons, then press the × button to confirm selection.

VS.MODE

KEY ASSIGN

This option allows you to customize the functions that the buttons will perform during the game. Select the function you wish to change using the directional buttons, and then press the × button to confirm selection. The button/direction pressed immediately after this will be assigned as the new button/direction for that function. Selecting DEFAULT returns the buttons and their functions to their original settings.

VS TIME LIMIT: Set the time limit for VS battles. Make selections using the ↑↓ directional buttons then press the × button to confirm selection.

VIBRATION: Set whether or not the vibration function is ON/OFF when using a DUALSHOCK™ analog controller. Make selections using the ↑↓ directional buttons then press the × button to confirm selection.

EXIT GAME: Selecting this option from the main SYSTEM menu and then choosing YES will return you to the title screen.

*** If you set options and save them in the SCENARIO mode, these option settings will be reflected when you load data in VS MODE.**

VS MODE

There are two types of VS modes.

SPLIT-SCREEN BATTLES

SPLIT-SCREEN VS battle menu is displayed. Make menu selections using the ↑↓ directional buttons, and then confirm selection by pressing the × button. Press the ○ button to return to the previous menu.

VS START

Begins a battle. The status of each AC will be displayed on-screen. Once the battle is over, you will be asked if you wish to CONTINUE. Selecting YES will begin a new battle on the same map, selecting NO will exit the players to the VS Battle menu.

VS. MODE

ONE AND TWO PLAYER AC SETUP

Setup menus (ASSEMBLY, EDIT COLOR, etc.) are displayed here. Make menu selections using the ↑↓ directional buttons, and confirm selection by pressing the × button. If you wish to use AC data saved in the SCENARIO MODE, please load the data using DATA LOAD in the SYSTEM menu. If no saved data is available you will be fighting with standard ACs.

MAP SELECTION

Highlighting SELECT MAP will allow you to select from a number of different battle maps.
Use the ←→ directional buttons to make map selections.

* OPTION settings during VS SPLIT-SCREEN mode are based on the most recently loaded player data.

LINKED BATTLES

LINKED VS Battle menu is displayed. Make menu selections using the ↑↓ directional buttons, and then press the × button to confirm selection. To begin the battle select VS START. During linked combat your opponent's AP will be displayed under the AP for your AC.

AC data saved in the SCENARIO MODE can for use in VS MODE by selecting DATA LOAD from the SYSTEM menu. If no saved data is available you will be fighting with standard ACs.

* OPTION and BATTLE settings for VS LINK battles are determined by the loaded data of the first person to select VS START.

REPLAY FEATURE

When CONTINUE is displayed after a split-screen or linked battle, you can enter the REPLAY mode by pressing the START button. This will allow you to watch the battle you have just fought. Camera angles can be changed during the REPLAY by pressing the □ button. If the time limit for a battle is set to ∞,a meter will be displayed at the top right-hand side of the screen. The length of the battle that falls within the range of the meter will be recorded. Press the × button during a replay to cancel the replay and return to the CONTINUE screen.

* In the ARENA mode, replays will begin automatically once a battle is complete.

CREDITS

FromSoftware

Executive Producer:	Yasuyoshi Karasawa
Producer:	Toshifumi Nabeshima
Designer:	Shoji Kawamori
Programmers:	Atsushi Yanase
	Hiroyuki Arai
	Masaaki Sakamoto
Graphics & Textures:	Mitsuhiro Okamura
	Miho Ohno
	Junichiro Ishino
	Yasuhiro Kamimura
	Noriyasu Hirose
	Michiteru Okabe
Writer:	Eiji Matsumoto

Voices Recorded and Produced at Webtone Productions Campbell, CA U.S.A.

Voice Actors:	Rebecca Wink
	Roger Jackson
	Jeff Kramer
	David Nowlin
	Erin Clark
	Roberta Kennedy
	Colleen Quintana
	Greg Weber

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